



Julian Mendez

Visual Development and Technical Artist

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Skill Set

Character, prop and visual effects design
Color design for visual pieces
Use of game engines and visual production software
Implementation of art and understanding coding to bring up visual additions

Production Experience

- ✗ Studio Bando - San Francisco, CA / Bogotá COL
11 / 2017 - Present
Responsible to design assets and new environments that respond to the art direction always taking care of the implementation process within the pipeline. Various tasks have been part of the project such as level visual design, design of characters and skins, design and implementation of UI/UX across the game
Titles I have worked are:
 - Ghost Game! (in softlunch period)
- ✗ BebopBee - San Francisco, CA
01 / 2015 - 09/ 2017
Responsible for various tasks on the art department: Main task was the visual development for the levels of the games we have developed. The precise use of color and lighting solutions on paint overs and implement all texturing on models and visual effects, allowed me to propose visually appealing environments for the videogame experience. During this period also have helped on character design and color iterations, prop design, encounters and UI.
Awarded and multi-featured titles I have worked on are:
 - Snapimals (iOS and Android)
 - Jurassic GO (iOS and Android)
 - Super Jump League (in softlunch period)
 - Red Lion (under development)
- ✗ Editorial Illustration and Animation freelancing
2016 - Present
I have been working on several projects developing pieces for 2d animation such as backgrounds, or puppet animated characters. Also have been doing artwork for few musical artists and clients such like:
 - Bogotá municipality
 - Chaino (CD artwork)
 - BlackMambo (CD artwork)
 - SJR Service Jesuit Refugee NGO (Editorial illustrations)
- ✗ OGRE Estudio - Bogotá COL
05/2014 - 01/2015
Responsible for art assets and look development for animated pieces, including simple characters, environments, props and reusable assets with special care to be used for motion graphics.
- ✗ IDENTITY School of Digital Arts
01/2012 - 12/2012
Responsible for teaching a video production and postproduction class focused on Motion Graphics techniques, development of tools and assets
- ✗ Red Mosquito - Bogotá, COL
06/2010 - 2012
Freelance 3D developer and Animator

Education

- ✗ Graphic Design and animation - Bachelor's degree
LCI LaSalleCollege Bogotá
2010 - 2012
- ✗ Character design for feature with Daniel Arriaga
Schoolism - Online
2015 - 2016
- ✗ Character Design course with Nate Wragg
CGMA - online
2013
- ✗ Complete C# Unity Developer
Udemy Academy - Online
2018